

	Type	L #	bits	Search Text	DBs	Time Stamp
1	BRS	L1	1	5608387.pn. and (trans\$6 or compar\$5 or match\$3)	USPAT	2002/05/31 11:03
2	BRS	L2	1	5608387.pn. and (permi\$5 or authori\$5)	USPAT	2002/05/31 09:52
3	BRS	L3	8 3	distribut\$3 near server near client	USPAT	2002/05/31 11:27
4	BRS	L4	1	5608387.pn. and (network or distribut\$3 or internet)	USPAT	2002/05/31 10:54
5	BRS	L5	1	5608387.pn. and (network or lan or ethernet or distribut\$3 or internet)	USPAT	2002/05/31 10:58
6	BRS	L6	1	5608387.pn. and (request\$3)	USPAT	2002/05/31 10:58
7	BRS	L7	1	5608387.pn. and (trans\$6)	USPAT	2002/05/31 11:04
8	BRS	L8	1	5608387.pn. and (transmit\$6)	USPAT	2002/05/31 11:05
9	BRS	L9	1	5608387.pn. and (send\$5 or transfer\$3 or transmit\$6)	USPAT	2002/05/31 11:14
10	BRS	L10	1	5608387.pn. and (user same ((control adj unit) or (data adj processing)))	USPAT	2002/05/31 11:15
11	BRS	L11	0	5608387.pn. and ((user same ((control adj unit) or (data adj processing))) same (send or receiv\$3 or transfer\$3))	USPAT	2002/05/31 11:16
12	BRS	L12	1	5608387.pn. and ((user same ((control adj unit) or (data adj processing))) same (send\$5 or receiv\$3 or transfer\$3))	USPAT	2002/05/31 11:37
13	BRS	L13	1	5608387.pn. and (request\$5 or require\$3 or serve\$3 or transfer\$3 or send\$3)	USPAT	2002/05/31 11:29
14	BRS	L14	1	5608387.pn. and ((user same ((control adj unit) or (data adj processing))) same (identity))	USPAT	2002/05/31 11:40
15	BRS	L15	1	5608387.pn. and (user with select\$3)	USPAT	2002/05/31 11:41

	Type	Hits	Search Text	DBs	Time Stamp
1	BRS	0	5608387.pn. and (client and server)	USPA T	2002/05/29 16:17
2	BRS	1	5608387.pn. and (client or server)	USPA T	2002/05/29 16:20
3	BRS	1	5608387.pn. and (display or store)	USPA T	2002/05/30 13:18
4	BRS	1	5608387.pn. and (user\$3 same (display or store))	USPA T	2002/05/30 13:23
5	BRS	0	5608387.pn. and ((full near image\$3) or bandwidth)	USPA T	2002/05/30 13:23
6	BRS	1	5608387.pn. and ((full with image\$3) or bandwidth)	USPA T	2002/05/30 13:32
7	BRS	1	5608387.pn. and (match\$3)	USPA T	2002/05/31 09:03
8	BRS	1	5608387.pn. and (server or user)	USPA T	2002/05/30 15:15
9	BRS	1	5608387.pn. and ((processing adj system) or (control adj unit))	USPA T	2002/05/30 15:16
10	BRS	1	5608387.pn. and (((processing adj system) or (control adj unit)) same (store\$3 or display\$3))	USPA T	2002/05/30 15:19
11	BRS	1	5608387.pn. and (request\$3)	USPA T	2002/05/30 16:01
12	BRS	0	(server or client) near2 could near2 (server or client)	USPA T	2002/05/30 16:02
13	BRS	36 91	(server or client) near2 can near2 (server or client)	USPA T	2002/05/30 16:04
14	BRS	0	(server or client) adj can adj be adj (server or client)	USPA T	2002/05/30 16:18
15	BRS	62 2	(client with (store\$3 or display\$3) with image\$3)	USPA T	2002/05/30 16:23
16	BRS	12 8	(client with (store\$3 AND display\$3) with image\$3)	USPA T	2002/05/30 16:25
17	BRS	12 2	(client with (store\$3 AND display\$3) with image\$3) AND (CLIENT AND SERVER)	USPA T	2002/05/30 16:27
18	BRS	0	6317544.pn. and (workstation same (store or display))	USPA T	2002/05/30 16:28
19	BRS	1	6317544.pn. and (store or display)	USPA T	2002/05/30 16:28

tenence, planning, investment tracking, and
ence processes. Suppliers of telecommunica-
give Bellcore technical data on their equip-
ore assigns a CLEI code to that specific prod-
GR-485-CORE specification contains the
nes for Common Language Equipment Coding
Guidelines.

ence of the Lasers and Electro-Optics Society,
nd line interface

Leakage Index. As used in the FCC Rules (in
1(a)(1)), this term identifies the results of a
measurement of the signal-leakage perfor-
table television distribution system. Under the
ified in this rule, each leak is measured on the
CLI is then calculated from measurement data
s not include the results of airspace measure-
d in Section 76.611(a)(2). The calculated CLI
reported to the FCC by July 1 of each year on
)

gh See Clickthrough.

gh Rate See Clickthrough Rate.

A particular progress tone injected onto the
channel (mobile unit receive, base station
indicate to the subscriber that the call has not
ed by the system. Basically click tones indi-
edgment by the cellular system that the cellular
uter is processing the call.

ns The paths a user takes as he or she navi-
gate. Advertisers and online media providers are
oftware that can accurately track user's click-

gh Imagine you're surfing the Web. You arrive at
ed across the page are boxes. Such boxes beck-
entements of fantastic products, services, of
ort, they're advertising something to you.
lick on the box and you'll be transported to
somewhere else on the Web. That page tries
ively to sell you something. Your mouseclick on
alled a "clickthrough" in Internet parlance. How
oughs an advertiser gets from a particular box is
ant measure of how successful that box of adver-
either he should continue buying the ad, how
uld pay for it, etc. For example, box that gener-
clickthroughs is a far deal for the advertiser. But
"deal" depends on the cost of the ad and the
ne clickthroughs, i.e. how many of the click-
ually resulted in a product or service being
hus how much money you made. How well you
of the profitability of your Internet advertising
banner ads) may well determine how company
es (or doesn't). See also Eyeballs. See
Rate.

gh Rate Imagine you've bought an advertise-
neone else's web site. You want visitors to that site
ad and be intrigued enough to click on your ad
nsported to your web site. When someone
on your ad, it's called a "clickthrough." Now let's
of the people who visit that site click on your ad,
you have a "clickthrough rate" of 10%. That is one
measure of the effectiveness of your ad. A better
ould be to figure how many people who clicked
ually bought your product and services and how
y you made on that sales. See Clickthrough.
ig Line Identification. Also called Caller ID. See

Caller ID for a full explanation. See also ANI and Class.

Client Clients are devices and software that request infor-
mation. Clients are objects that uses the resources of another
object. A client is a fancy name for a PC on a local area net-
work. It used to be called a workstation. Now it is the "client"
of the server. See also Client Server, Client Server Model, Fat
Client, Mainframe Server, Media Server and Thin Client.

Client Access Protocol CAP. See iCalendar.

Client Application Any computer program making use of
the processing resources of another program.

Client Operating System Operating System running
on the client platform. See Client.

Client Pull See Meta Tag.

Client Server A computer on a local area network that you
can request information or applications from. The idea is that
you — the user — are the client and it — the slave — is the
server. That was the original meaning of the term. Over time,
client server began to refer to a computing system that splits
the workload between desktop PCs (called "workstations")
and one or more larger computers (called "servers") joined on
a local area network (LAN). The splitting of tasks allow the use
of desktop graphic user interfaces, like Microsoft's Windows
or Apple Macintosh's operating system, which are easier to
use (for most people) than the host/terminal world of main-
frame computing, which placed a "dumb terminal" on a user's
desk. That dumb terminal could only send and receive simple
text-based material. And the less it sent, the faster it worked
(lines were slow), so some of the "human interfaces" were
very cryptic. You often were forced to spend weeks at school
learning simple mainframe programs.

A good analogy of client-server computing, according to
Peter Lewis of the New York Times is to think of client server
as a restaurant where the waiter takes your order for a ham-
burger, goes to the kitchen and comes back with some raw
meat and a bun. You get to cook the burger at your table and
add your favorite condiments. In computerese, this is
client/server, distributed computing, where some processing
work is done by the customer at his or her table, instead of
entirely in the kitchen (centralized computing in the old main-
frame days). It sounds like more work, but it has many advan-
tages. The service is faster. The food is cooked exactly to your
liking, and the giant, expensive stove in the kitchen can be
replaced by lots of cheap little grills. See Client Server Model,
Downsizing, Reengineering and Server.

Client Server Computer Telephony Client server
computer telephony delivers ten benefits:

1. Synchronized data screen and phone call pop. Your phone
rings. The call comes with the calling number attached (via
Caller ID or ANI). Your PBX or ACD passes that number (via
Telephony Services) to your server, which does a quick data-
base look up to see if it can find a name and database entry.
Bingo, it finds an entry. It passes the call and the database
entry simultaneously to whoever is going to answer the
phone: The attendant. The boss. The sales agent. The cus-
tomer service desk. The help desk. All this saves asking a lot
of questions. Makes customers happier.

2. Integrated messaging. Also called Unified Messaging.
Voice, fax, electronic mail, image and video. All on the one
screen. Here's the scenario. You arrive in the morning. Turn on
your PC. Your PC logs onto your LAN and its various servers.
In seconds, it gives you a screen listing all your messages —
voice mail, electronic mail, fax mail, reports, compound doc-
uments Anything and everything that came in for you. Each
is one line. Each line tells you whom it's from. What it is. How

big it is. How urgent. Skip down. Click. Your PC loads up the
application. Your LAN hunts down the message. Bingo, it's on
screen. If it contains voice — maybe it's a voice mail or com-
pound document with voice in it — it rings your phone (or
your headset) and plays the voice to you. Or, if you have a
sound card in your PC, it can play the voice through your own
PC. If it's an image, it will hunt down (also called launch)
imaging software which can open the image you have
received, letting you see it. Ditto, if it's a video message.

Messages are deluging us. To stop them is to stop progress.
But to run your eye down the list, one line per entry. Pick the
key ones. Junk the junk ones. Postpone the others. That's
what integrated messaging is all about. Putting some order
back into your life.

3. Database transactions. Customer look ups. There are bank
account balances, ticket buys, airline reservations, catalog
requests, movie times, etc. Doing business over the phone is
exploding. Today, the caller inputs his request by touchtone
or by recognized speech. The system responds with speech
and/or fax. Today's systems are limited in size and flexibility.
The voice processing application and the database typically
share the same processor, often a PC. Split them. Spread the
processing and database access burden. Join them on a LAN
(for the data) and on new, broader voice processing "LANs,"
like SCSA or MVIP. You've suddenly got a computer telepho-
ny system that knows no growth constraints. You could also
get the system to front-end an operator or an agent. Once the
caller has punched in all his information, then the call and the
screen can be simultaneously passed to the agent.

4. Telephony work groups. Sales groups. Collections groups.
Help desks. R&D. We work in groups. But traditional telepho-
ny doesn't. Telephony today is BIG. Telephony today is one
giant phone system for the building, for the campus. Everyone
shares the same automated attendant, the same voice mail,
the same ubiquitous, universal, generic telephone features.
But they shouldn't. The sellers need phones that grab the
caller's phone number, do a look-up on what the customer
bought last and quickly route the call to the appropriate (or
available) salesperson. The one who sold the customer last
time. The company's help desk needs a front end voice
response system that asks for the customer's serial number,
some indication of the problem and tries to solve the problem
by instantly sending a fax or encouraging the caller to punch
his way to one of many canned solutions. "The 10 biggest
problems our customers have." When all else fails, the caller
can be transferred to a live human, expert at diagnosing and
solving his pressing problem. A development group might
need e-mails and faxes of meeting agendas sent, meeting
reminder notices phoned and scheduled video conferences
set up. All automatically. The accounts receivable department
needs a predictive dialer to dial all our deadbeats. The tele-
marketing department also needs a predictive dialer, but dif-
ferent programming.

5. Desktop telephony. There are two important aspects. Call
control and media processing services. Call control (also
called call processing) is a fancy name for using your PC to
get to all your phone system's features — especially those
you have difficulty getting to with the forgettable commands
phone makers foist on us. "39 to transfer? Or it is "79. With
attractive PC screens, you point and click to easy conferenc-
ing, transferring, listening to voice mail messages, forward-
ing, etc. There are enormous personal productivity benefits to
running your office phone from your PC: You can dial by
name, not by number you can't remember. You can set up

T Signaling End Point Translator, part of System 7. See Signaling System 7.

uence A call center term. A pattern of days or times defined in either a schedule preference or shift.

uencing Sequencing is the process of dividing a message into smaller pieces for transmission, which has its own sequence number for reassembly at the destination end. Sequencing is the process of properly ordering the receipt of packets at the destination, regardless of the time they have spent in the X.25 network. It's similar to packetizing.

encing Receivers All GPS (Global Positioning System) receivers must receive information from at least three satellites to calculate accurately where they (and thus the receivers) are. Sequencing receivers use a single channel and one satellite to the next to gather this data. They use a circuitry so they're cheaper and they consume less power than receivers which work on four satellites simultaneously. Unfortunately the sequencing can interrupt position fixes and limit their overall accuracy.

ential Pertaining to events occurring in a specific order.

ential Access The need to read data — one bit at a time — in sequence — before getting to the information. Magnetic tape, for example, requires you to read up to where your information is. This is because you cannot tell where on the tape your information is. Records on tape files are often of variable length. Access files, usually kept on a disk drive, are of a fixed length, such as 80 characters. When you seek record 23, the computer finds it in the file (23 x 80), and takes the next 80 characters. The record you want. Using the analogy of a record and magnetic tape, a phonograph record has the capability of random access because you can set down in the spaces between cuts on the record. On tape, you must fast forward past all the music before you get to the music you want to hear. A tape drive is fast forwarding; it can't find the record, and must read in the music and throw it away, before it gets to the music you want. Access is much faster than sequential access.

Hunting See Rollover.

Logic Element A device that can perform a logical operation on one or more input channels and produce one or more discrete states, such as the state of a flip-flop, determined by the previous states of the inputs.

Packet Exchange SPX Novell's proprietary protocol for its NetWare local area network.

Serial One event after another. One event after another. The word "series" — which is classical — refers to a number of related or similar things occurring in temporal, spatial, or logical order. In telecom, there are basically two types of serial — serial and parallel. Serial is the transmission of data one bit at a time, following the previous bit. Parallel is the transmission of data in several streams at the same time. The reason to go parallel is that it can be faster than one stream. Serial Transmission.

Serial Bus was the original name for the very local, local area network.

for connecting peripherals to the motherboard of a PC. It would be one plug on the back of the PC into which you'd chain various peripherals, including a mouse, a keyboard, speakers, printers, a microphone and a telephone. The serial bus is to clear away all the clutter on the back of the PC. In March of 1995 when the first technical specs were released, serial bus' name was changed to Universal Serial Bus (don't know why). See USB.

Call Telephone system feature set up by the attorney when an incoming calling party wishes to speak with more than one person internally. When the first party hangs up, the call automatically moves to the second person the outgoing party wants to speak with. When that person hangs up, the call automatically goes to the third person, etc.

Communication Networks (local and long distance) use the RS-232 serial communications standard to transfer information to serial printers, remote workstations, routers, and asynchronous communication servers. RS-232 standard uses several parameters that must be set on both systems for information to be transferred. Parameters include baud rate, character length, parity, and XON/XOFF.

Baud is the signal modulation rate, or the speed at which the signal changes. Since most modems or serial printers used by personal computers send only one bit per signal, baud can be thought of as bits per second. However, speed modems may transfer several bits per signal. Typical baud rates are 300, 1200, 2400, 4800, 9600, 19200. The higher the number, the greater the number of changes and, therefore, the faster the transmission.

Character length specifies the number of bits used to form a character. The standard ASCII character set (including letters, digits, and punctuation) consists of 128 characters and uses a character length of 7 bits for transmissions. Some character sets (containing line drawings or the foreign characters used in IBM's extended character set) contain more than 128 characters and require a character length of 8 bits. Parity error checking can only be used with character lengths of 7 bits.

Parity is a method of checking for errors in transmitted data. It is set parity to odd or even, or not use parity at all. If character length is set to 8, parity checking cannot be used because there are no "spare" bits in the byte. When character length is 7, the eighth bit in each byte is set to 0 if the sum of bits (0s and 1s) in the byte is odd or 1 if the sum is even (according to the parity setting). When each character is transmitted, its parity is checked again. If it is incorrect (because it changed during transmission), the communications software determines that a transmission error has occurred and requests that the data be retransmitted.

Stop bit is a special signal that indicates the end of that character. Most modems are fast enough that the stop bit is not needed. Slower modems used to require two stop bits.

Handshaking is one of many methods used to prevent the sender from transmitting data faster than the receiving end can accept the information. See also EIA/TIA-232-E, RS-232 and serial data transmission.

Data Transmission Serial data transmission is the most common method of sending data from one DTE to another. Data is sent out in a stream, one bit at a time over one channel. A computer is instructed to send data to another DTE, and within the computer must pass through a serial interface as serial data. Then it passes through ports, cables, and connectors that link the various devices. The boundaries

(physical, functional, and electrical) shared by these devices are called interfaces. See serial communications.

Serial Digital Digital information that is transmitted in serial form. Often used informally to refer to serial digital television signals.

Serial Interface The "lowest common denominator" of data communications. A mechanism for changing the parallel arrangement of data within computers to the serial (one bit after the other) form used on data transmission lines and vice versa. At least one serial interface is usually provided on all computers for the connection of a terminal, a modem or a printer. Sometimes also called a serial port. See EIA/TIA-232-E, RS-232-C, Serial Interface Card and the Appendix.

Serial Interface Card A printed circuit card which drops into one of the expansion slots of your computer and changes the parallel internal communications of your computer into the one-bit-at-a-time serial transmission for sending information to your modem or to a serial printer.

Serial Memory Memory medium to which access is in a set sequence and not at random.

Serial Port An input/output port (plug) that transmits data out one bit at a time, as opposed to the parallel port which transmits data out eight bits, or one byte at a time. Most personal computers (PCs) have at least one serial and one parallel port. In a typical configuration, the serial port is used for a modem while the parallel port is used for a printer. For a diagram of a typical 25-pin RS-232-C serial port, see the Appendix at the back of this book.

Serial Processing Method of data processing in which only one bit is handled at a time.

Serial Transmission Sending pulses one after another rather than several at the same time (parallel). When transmitting data over a telephone line there is only one set of wires. Therefore, the only logical way to transmit it is to send the data in serial mode. It is possible to use eight different frequencies to transmit a character all at once (parallel), but these modems are ridiculously expensive. See Parallel, Parallel Port and Serial Port.

Serialize To change from parallel-by-byte to serial-by-bit.

Series A connection of electrical apparatus or circuits in which all of the current passes through each of the devices in succession or on after another. See also Parallel.

Series 11000 An AT&T private line long distance tariff created in the 1970s and designed expressly to reduce MCI's chances of selling any private lines and thus of surviving. It was thrown out by the FCC and the tariff figured in MCI's and the Federal Government's antitrust against AT&T.

Series Circuits In a series circuit, the electric current has only one path to follow. All of the electric current flows through all the components of the circuit. To calculate the resistance of a series circuit add up the resistance of each of the components in the circuit. In contrast, see parallel circuits.

Series Connection A connection of electrical apparatus or circuits in which all of the current passes through each of the devices in succession or on after another. See also Parallel.

Series RF Tap A bugging device. It is a radio transmitter which is installed in series with one wire of the telephone circuit. Normally a parasite (i.e. takes power from the phone line). Transmits both sides of the conversation. It transmits only when the phone is off-hook. See also Series.

Server 1. Hardware definition of server: A server is a shared computer on the local area network that can be as simple as a regular PC set aside to handle print requests to a single print-

er. Or, more usually, it is the fastest and brawniest PC around. It may be used as a repository and distributor of oodles of data. It may also be the gatekeeper controlling access to voice mail, electronic-mail, facsimile services. At one stage, a local area network had only one server. These days networks have multiple servers. Servers these days have multiple brains, large arrays of big disk drives (often in redundant arrays) and other powerful features. New powerful servers are called super-servers. A \$35,000 superserver today can match the performance of a \$2 million mainframe of ten years ago. Then again, according to Peter Lewis of the New York Times, the lowliest client today has more computing power than was available to the entire Allied Army in World War II. See Downsizing for some of the benefits of running servers as against mainframes.

2. Software definition of server: A server is a program which provides some service to other (client) programs. The connection between a client program and the server program is traditionally by message passing, often over a local area or wide area network, and uses some protocol to encode the client's requests and the server's responses.

Server API A SCSA term. A communications protocol that allows a call processing application running on one computer to control SCSA hardware residing in another computer.

Server Application A Windows NT application that can create objects for linking or embedding into other documents.

Server Farm Imagine a room stuffed with PCs, ranged in racks along walls, ranged in racks in lines like a library's back room. The PCs are really servers — powerful PCs containing databases and other information they are dispensing to the thousands of PCs dialing into them from afar. A server farm may be owned by one company and used by one company, or it may be owned by one company and each of the machines leased to other companies. I first heard the term when MCI described a room it had in a place called Pentagon City. There it had hundreds of servers each of which it leased to other companies who used those servers as their Web sites.

Server Message Block SMB. The protocol developed by Microsoft, Intel, and IBM that defines a series of commands used to pass information between network computers. The redirector packages SMB requests into a network control block (NCB) structure that can be sent over the network to a remote device. The network provider listens for SMB messages destined for it and removes the data portion of the SMB request so that it can be processed by a local device. In short, SMB is basically a protocol to provide access to server-based files and print queues. SMB operates above the session layer, and usually works over a network using a NetBIOS application program interface. SMB is similar in nature to a remote procedure call (RPC) that is specialized for file systems.

Server Mirroring Server mirroring means you have two servers on your networks and each exactly what the other is doing simultaneously. It's a backup method. In Novell's NetWare, server mirroring requires two similarly configured NetWare servers. They should be evenly matched in terms of CPU speed, memory, and storage capacity. The servers are not required to be identical in terms of microprocessors type (386/486), microprocessor revision level, or clock speed. However, identical servers are recommended for NetWare SFT III 3.11. If the two servers are unequal in terms of performance, then SFT III performs at the speed of the slower server. The NetWare servers must be directly connected by a mirrored server link. SFT III servers can reside on different network segments, as long as they share a dedicated mirrored server link.

Server Operating System An SCSA Operating System running on the SCSA Server.

Server Push Server push is a Internet term. When push, the Web server sends data to display on the browser, but leaves the connection open. At some point, the browser sends additional data for the browser to display. Server push is used for displaying multimedia information on the browser. **Severely Errored Second** SES. A second during which the bit error rate over a digital circuit is greater than the bit error rate limit. During a severely errored second, transmission performance is significantly degraded. The specific definition of SES depends on the circuit involved, e.g. T-1, T-3, OC-48.

Servers Servers are typically ruggedized, high-strength PCs, i.e. they have several fans, perhaps two disk drives, perhaps two processors. They are designed to work 24 hours a day a week without breaking down. They are designed for the reliability of a business telephone. See also Server.

Service Access Code SACs are 3-digit codes (N00) format that are used as the first three digits of an address, and that are assigned for special-needs. Whereas NPA codes are normally used for identifying geographical areas, certain SACs have been allocated for use in the NANP (North American Numbering Plan) to identify services or provide access capability. Currently only three have been assigned and are in use: 600, 700, 800.

Service Advertising Protocol A protocol developed by Novell so that devices attached to a network could advertise different functions. For instance, a file server and print server can advertise different functions. An SNMP agent can also advertise different functions. All of the Compaq manageable network switches except the 50xx switches support SAP.

Service Affecting This definition courtesy of Gladstone, author of the book, "Testing Computer Systems" (available from 212-691-8215). These bugs that significantly impact the reliability or functionality of CT systems. Comprehensive testing must be done to identify service affecting problems with the goal that a telephone system should be installed at a live installation without an acceptable workaround for a service affecting problem. The goal for transition of a system from one phase to the next is that no service affecting bugs are found and that the bug rate for new bugs be at or approx. 1.0.

Service Area 1. Another term for a LATA. 2. The more common usage is the geographic area in which a supplier. The area in which the supplier, theoretically, is ready to provide his service. The service area for Bell Telephone (now called Bell Atlantic) is most of New York State.

Service Boundary The boundary existing between a computing domain and a switching domain established via their interconnected service boundary in the underlying interconnection medium.

Service Bureau A data processing center that provides services for others. There are many ways of bringing a service bureau, including mailing it and transmitting it over lines. If it comes over phone lines, the service is called "time sharing."

Service Charge The amount you pay to receive cellular service. This amount is fixed, and the same fee each month regardless of how much you use.

your cellular per-month, (plan of service charge) (Charge) (installed) (provided by) (Code A 3) (telephone) (Assistance) (911) (Emergency) (Control) (SMS/800 number) (screen the) (to the appropriate) (Bellcore) (Intelligence) (SLEE) (Service) (and communication) (processing) (Creation) (create a new) (associated service) (new service) (part of the Account) (Creation) (AIN term. The) (structure and) (in which creation) (Creation) (calls an application) (service creation) (to your input) (simple terms) (action tools for) (can write software) (demonstrating a) (program) (Delivery Point) (Display) (effect) (Reference) (Telephone) (Position) (A) (notification) (telecommunication) (user. NS/E) (is federal government) (used to manage) (that causes) (damage to or) (information security) (See also NS) (Independent) (Automatic Message) (needed to release) (Release 1) (will be designed) (have not yet) (reference to its) (also AIN and) (networking)